CAPCOM
GHOULS'N GHOSTS

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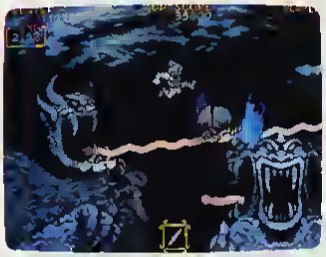
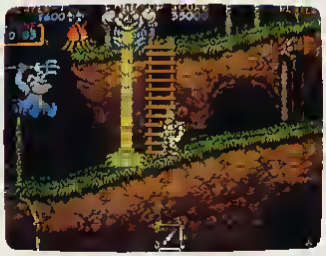
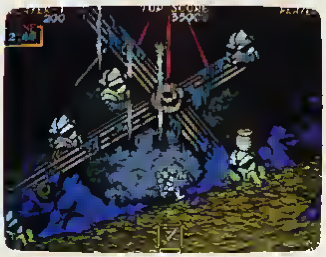
GHOULS'N GHOSTS™

The second game on the CP System using Capcom's exclusive super-chip, developed at a cost of $5.5 million!







Three years have passed since the evil ones came to do their dirty work. That was just the beginning . . . Now they're back! They have abducted the Princess, and King Arthur must once again take spear in hand and head for the land of GHOULS 'N GHOSTS.

In this 1 or 2-player game, Arthur's attack area is expanded — he can now strike at enemies above and below him, as well as on either side. Arthur's weapons include his spear, a knife, an axe, a sword, a spiked flying disc, and napalm bombs. And this time, Arthur can don magic armor to unleash the power of sorcery against his foes!

Introducing Capcom's new Computer-Aided Difficulty Adjustment, which automatically adjusts to each player's skill level! Ask your representative for details.

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